

Assignment

Create a small application that shows information about pokemons in a table. Information about pokemons can be retrived from pokeapi (<https://pokeapi.co/>). You are free to use whatever technology and frameworks you would like, if you don't know where to start there are some pointers in the *Tips* section below.

Functional requirements

When finished, the application should:

- Allow a user to see a table with basic information about pokemons
- Allow a user to select a specific pokemon and se some more detailed information

Some areas are have more specifications below.

Table

The column of the table should be dynamic and support showing the following attributes from each pokemon

- Name
- Picture
- Id
- Weight
- Height
- Types

Id and Name is mandatory and should always be shown, while a user should be able to configure if the other columns should be displayed or not. Configuration should be persistent through page reloads.

Selected pokemon

It should be possible for a user to obtain detailed stats(hp, defence, attack etc) about each pokemon in the table by selecting it. The detailed information about the selected pokemon should be displayed in a suitable manner. The selected pokemon in the table should be highlighted.

The user should be able to change the selected pokemon by the following methods:

- Clicking a new row in the table
- Using the up/down arrows on the keyboard, selecting the previous/next entry in the table based on the current state

Technical requirements

1. Application must contain a README.md file with instructions on how to start it

2. Application must be written in TypeScript and compile without errors

We would like to see components/logic that is written in a way which makes them extendable and easy to unit test. Consider testability of your code and illustrate this by including at least some degree of testing.

Tips

Getting started If you have no opinion on where to start. Create React App is a kit which gives you a starting point for a frontend application.

Libraries

You are free to use any library that you see fit. If you have no opinions below is a list of some of the libraries we use.

Library	Description
Material UI	Component library based on Google's Material Design
Redux Toolkit Query	Library for managing data fetching, including query state and caching.